



This up-to-date pictorial listing contains a good selection of the current, new, and re-designed models from the famous Citadel Miniatures range. This listing replaces the First Citadel Compendium, now out of print and out of date. Very soon we'll be producing a brand new Citadel Compendium, with a host of articles about modelling and gaming, a special Warhammer scenario by Richard Halliwell, and, of course, illustrations of our range. Price will be £1.25 (plus a large stamped 27p self-addressed envelope if you order direct to us).

Until the appearance of the Second Citadel Compendium, Arcane Listings can be taken as the complete Citadel catalogue of models. Of course, with constant new releases every month, and continual redesigning, we'll be producing new models throughout the year, so look out for them at your local retailer.

Items illustrated in the First Compendium, but not in Arcane Listings, are probably no longer made, although you may still be able to find these rarities in some shops. Almost certainly, most of these will be phased out before the appearance of the next Compendium.

Nick Lund's renowned Chronicle Miniatures company has recently joined forces with Citadel, and you'll find the first of the re-released Chronicle models in Arcane Listings. The entire Chronicle range will once more be available in its entirety, just as soon as we are able. In addition Nick is busy working on new models all the time. Look out for new Chronicle additions.

CITADEL ARE MOVING

By July 84 we will have moved into our new, larger factory in Eastwood, Notts. Of course, we'll be having all our mail forwarded to us by the Post Office for a couple of years, but it will be speedier if you write direct to our new address.

CITADEL MINIATURES
CHEWTON ST
HILLTOP
EASTWOOD
NOTTS



Our Citadel Distributer in Germany is:-

FANTASY & SCIENCE FICTION
Wandsbeker Chaussee 45
D-2000 Hamburg 76

CITADEL MINIATURES



CITADEL OPEN DAY

Many people ring us or write to ask if they can visit our factory, look around, buy a few models, get under our feet and abuse the staff. Many more just turn up on our doorstep and demand entry. Although our premises are somewhat cramped, and we have absolutely no facilities for visitors whatsoever, we've always welcomed customers who wanted a look around. With the ever-increasing numbers we've been getting here in Newark of late, we have reached the inevitable conclusion that once we move into our new super-efficient modern building in Eastwood, we will be unable to allow people to visit ad-lib at all. So **NO VISITORS WITHOUT AN APPOINTMENT!** and we're going to have to be quite tough about letting people in at all. We realise that this is going to disappoint many people, so we're going to have **OPEN DAYS** instead, when you'll be quite welcome to wander round, and we'll be able to take the time to show you what we do, maybe even put on demonstrations and participation games and suchlike. The first Citadel Open day is planned for September 15th.

THE CITADEL MAILING CLUB

If you are a collector of our fine metal models, then you will be interested to know that we offer a special **Mailing Club**. Members receive all the latest information on new releases as they happen, with occasional competitions, questionnaires and other items of interest. Our mailings go out when we have something to release, so they are not regular, although usually we release new models every other month. Simply fill in one or all of the address labels below, and attach a first class stamp if you live in the UK (overseas customers send 50p in funds or 2 IRC's per mailing). You will receive one mailing for each label you send, and we'll let you know when your last label is used up. If you want more mailings than we've given labels, then copy up as many as you wish, remember to write your name and address, and enclose a stamp with each label.

NAME
ADDRESS

NAME
ADDRESS

Mail Order Rates. U.K. customers please add 65p p&p (post free over £10). Overseas customers add 50% of the order value - minimum £1. Overseas customers please make payment in Pounds Sterling.

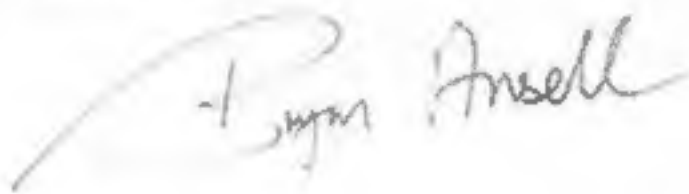
Overseas orders are sent by surface only.

FORTHCOMING FROM THE CITADEL FORGE

Look out for new Creatures of Chaos and terminally strange Chaos Beastmen. Also coming shortly are new Dwarfs and a whole new range of Halflings. At the other end of the scale come two enormous models in the form of the Dwarf Steam Juggernaut (in the Tony Ackland's Arcane Monstrosities range!) and The Great Spined Dragon (from the talented Nick Bibby).

Not to be outdone by our feverish modellers, our literary staff are scribbling away at a whole range of new Warhammer projects including *Realm of Chaos*, by myself, and a complete campaign world designed by Richard Halliwell. *Rogue Trader*, our new futuristic battle game, comes on apace; whilst we hear murmurs of a complete series of Warhammer role-playing scenarios.

Best Wishes



Bryan Ansell
General Manager



AVAILABLE AUGUST

Citadel Colour is a new range of water-based acrylic paint, especially designed for painting Citadel models. Colours are available in handy pots at 60p each.

- 1 SKULL WHITE
- 2 CHAOS BLACK
- 3 BLOOD RED
- 4 BRONZED FLESH
- 5 WOODLAND GREEN
- 6 ENCHANTED BLUE
- 7 SUNBURST YELLOW
- 8 MITHRIL SILVER
- 9 SHINING GOLD
- 10 ROTTING FLESH
- 11 GOBLIN GREEN
- 12 ELF GREY
- 13 WORM PURPLE
- 14 HOBGOBLIN ORANGE
- 15 ORC BROWN
- 16 SPEARSTAFF BROWN
- 17 SWAMP BROWN
- 18 CHAINMAIL



CHAOS HOUNDS

The servants of Chaos are many in number, and assume many forms, or else none at all that can be discerned by mortals. There are creatures which rend the dark air with their monstrous wings, creatures which slither upon the ground, and creatures which crawl unseen from dark holes to feed upon corpses or other unhealthy flesh. But feared most of all is the fell howl of the Hound of Chaos.

From what hate-blackened existence they come, and with what intent will forever remain a mystery. The wishes of their masters, the Gods of Chaos, are strange and unfathomable. Their appearance spells death, disease and sorrow for all. Chaos Hounds are enormous black mastiffs with burning red eyes, they would be big enough to ride if anyone were to dare.

Move	10"
Weapon Skill	5
Strength	4
Toughness	C
Wounds	2
Initiative	6
Attacks	1
Will Power	10 Magically Resistant
Points Value	46

Plus Iron Hard Skin
Causes Fear against combat opponents
Each has 1D6-1 Chaotic Hound Attributes

CHAOTIC HOUND ATTRIBUTES

01-10	Breathes Fire
11-15	Evil Eye
16-20	Great Fang
21-25	Hypnotic Gaze
26-40	Mace Tail
41-60	Two Heads
61-65	Poisonous Bite
66-70	Plague Bearer
71-75	Massive Intellect
76-80	Wings
81-90	Scorpion Tail
91-00	Snake Tail

If the same Attribute is rolled twice, double the effect (three heads, two tails etc).

Occasionally (20% of the time) packs of Chaos Hounds are encountered all with the same Attributes, in which case just make one throw for the number and type of Attributes and apply the result to the entire pack.

BREATHES FIRE

Chaos Hounds breathe fire with the same template as a dragon (4x2") - range 12", Attack Strength 3.

EVIL EYE

If any model comes within 4" of the creature it has a 50% chance of being unfortunate enough to meet its gaze. This will thoroughly screw up the model's karma, and he will be subject to a disadvantageous modifier of 1 on all dice rolled for as long as the creature with Evil Eye lives.

GREAT FANGS

The Hound bites with a +1 'to kill' and minus 1 from any saving throw its opponent may have.

HYPNOTIC GAZE

The Hound may fix its gaze on one opponent at a time within 6". If it then throws a 5 or 6 on a D6, the victim is fixated, and may make no actions at all. The victim will remain fixated as long as the Hound's gaze remains on it. Once the victim is free of the Hound's gaze, it will need to throw a 5 or 6 on a D6 to start to act again.

MACE TAIL

The creature has a tail with a knobby mace on the tip, rather like some dinosaurs. This can be used as an extra weapon, without the normal penalties for using two weapons.

The creature's profile is increased as follows. Toughness plus $\frac{1}{2}$, Wounds plus $\frac{1}{2}$, Initiative plus 1. $\frac{1}{2}$'s have no effect on their own, but two may be added together to advance a characteristic by 1 point.

TWO-HEADS

The Hound has two heads instead of one. It's profile is modified as follows. Toughness plus $\frac{1}{2}$, Wounds plus $\frac{1}{2}$ and Initiative plus 1.

POISONOUS BITE

The Hound's bite is poisonous. In addition add $\frac{1}{2}$ to the Hound's Toughness.

PLAGUE BEARER

The Hound carries a vile disease. The GM must determine its incubation period and effect. Anyone bitten stands an approximate 80% chance of infection, clawed or scratched 60%, struck by weapons 40%, in close combat 20%, and within 2" proximity 5%. Its fellows will usually be immune.

MASSIVE INTELLECT

The Hound is hyper-intelligent. He always makes the right decisions and knows everything the GM knows.

CHAOS



WINGS

The Hound has wings, either reptilian or feathered. Roll a D6:-

Throw a D6

- | | |
|-----|----------------|
| 1-2 | Small Wings |
| 3-4 | Medium Wings |
| 5-6 | Enormous Wings |

Small wings are useless and cannot be used to fly. Medium wings enable flight as normal. Huge wings allow normal flight - but are a bit cumbersome on the ground; trailing, getting dirty and tripping up the Hound. Halve all ground movement distances. Movement through woods becomes impossible. Movement in buildings or other confined spaces is at 1" per move phase.

SCORPION TAIL

Throw a D6:-

- | | |
|-----|---------------|
| 1-2 | Non-poisonous |
| 4-6 | Poisonous |

The tail strikes with a plus 2 'to hit' whenever the Hound would be eligible to bite. The non-poisonous variety strikes with the effect of a sword. The poisonous variety has an Attack Strength of 10D10.

The Hounds profile is modified as follows. Toughness plus $\frac{1}{2}$, Wounds plus $\frac{1}{2}$, Initiative plus $\frac{1}{2}$.

SNAKE TAIL

The Hound has a tail which terminates in the head of a snake. This attacks with a Strength of 1. There is a 50% chance of the snake's bite being poisonous.

The creatures profile is modified as follows. Toughness plus $\frac{1}{2}$, Wounds plus $\frac{1}{2}$, Initiative plus 1.

WARHAMMER

Our fantasy battle rule system Warhammer has taken off in a big way, becoming a leading game with many, many players. We seem to get about a dozen letters and questions about the rules every day. We always enjoy getting them, and do our best to reply to everyone. Our philosophy of rule-systems is that we've provided a solid set of usable rules, and now it's up to you to adapt them to suit your own tastes. So our reply to questions about whether winged Chaos Ogres should be allowed to carry Hobgoblin riders, and if so, what rules should be used for them, is always, 'If you think so', and, 'Write your own'. But we still like seeing the questions.

There are a few simple rules to follow if you'd like a reply.

1. Enclose an S.A.E., even if you send your question in with a mail order, chances are the chap who does your mail order won't be able to answer your question, and he isn't allowed to hold your order while he waits for someone who can to get round to it.
2. Make sure that your questions are on a separate piece of paper, preferably with space for the answers. If you put them on a mail order form, mailing club subscription form, or anything else it will almost certainly not reach anyone who can answer you.
3. Be prepared to wait a couple of weeks!

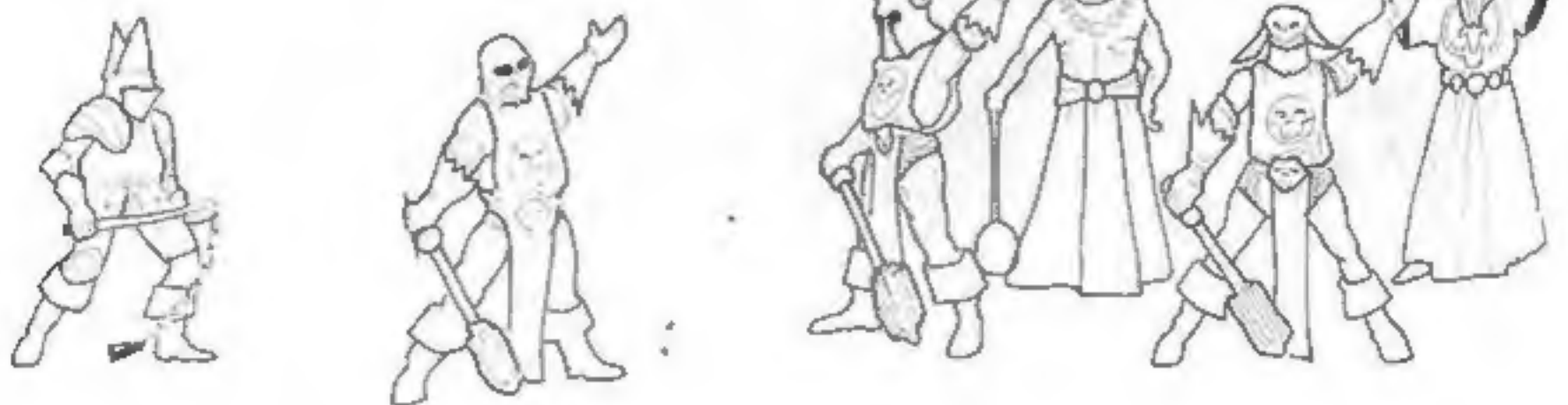
C 01 Fighters -40p EACH



C 02 Wizards -40p EACH



C 03 Clerics -40p EACH

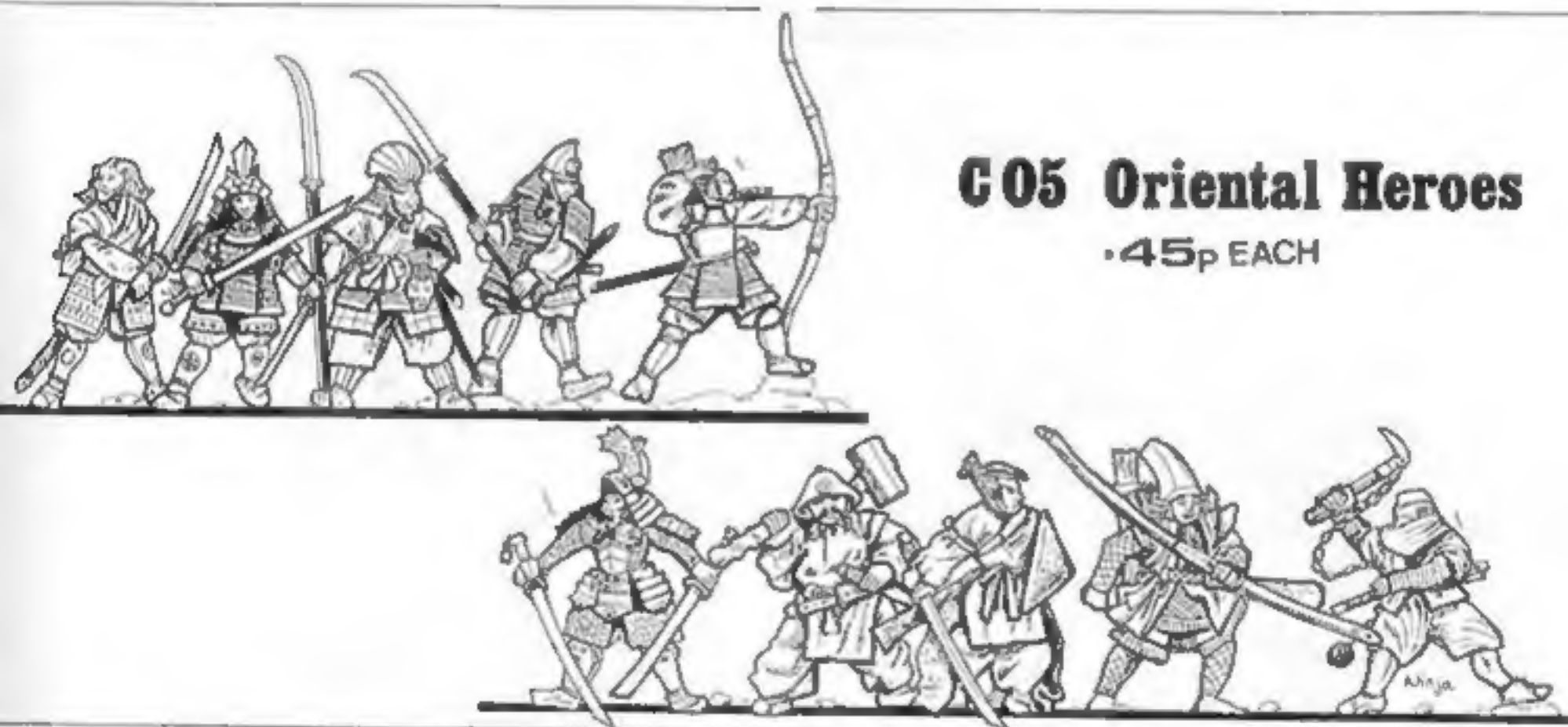


C 04 Thieves •40p EACH



C 05 Oriental Heroes

•45p EACH



C 09 Dark Elves

•40p EACH



C 10 Half Orcs
 -45p EACH



C 12 Great Goblins
 -40p EACH



C 13 Lesser Goblins
 -40p EACH



C 15 Armoured Orcs
 -45p EACH





C 16 Orcs
•45p EACH



C 17 Skeletons
•45p EACH



C 21 Gold Ones & Riders
•85p EACH

C 22 Creatures

•95p TWO PIECES



Giant Rat



Giant Shrew



Snake



Chaos Hound



Sabretooth Tiger



Lion



•95p EACH

C 24 Monsters

•70p EACH



Cyclops



Hill Giant



Giant Eagle



Nightmare



Harpy



C 26 Medieval Men-at-Arms

1•45p

FIVE FOOT OR TWO MOUNTED





C 27 Chaos Monsters 1-50 p EACH



Chimera supplied with a random assortment of 3 heads.

Chimeras



Hydra supplied with a random assortment of 7 heads.

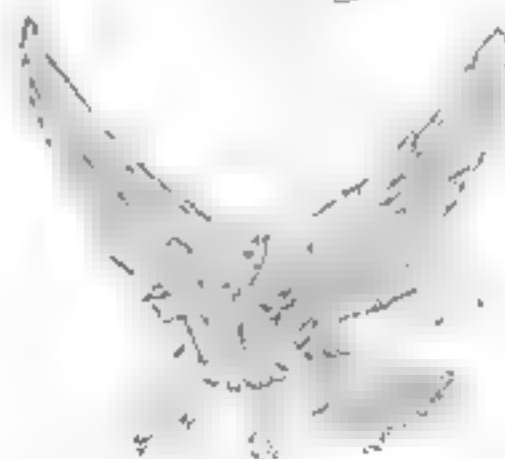


Chaos Troll

Hydras



Chaos Hanyus



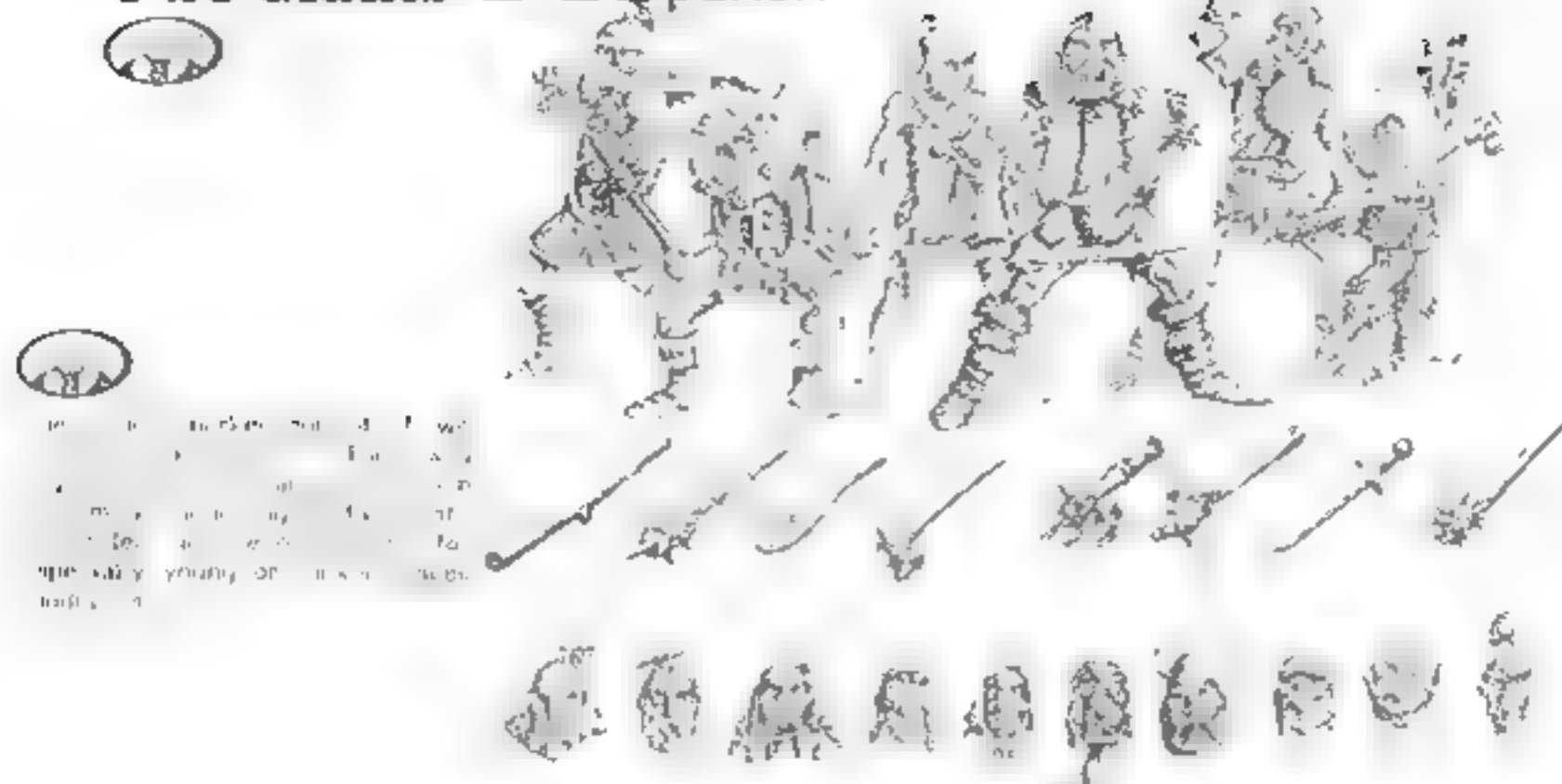
Hob-Hounds & Master



The money marked consist of two or more parts. They will require cleaning, and a certain amount of modeling to facilitate assembly. Not recommended for especially young or inexperienced modelers.



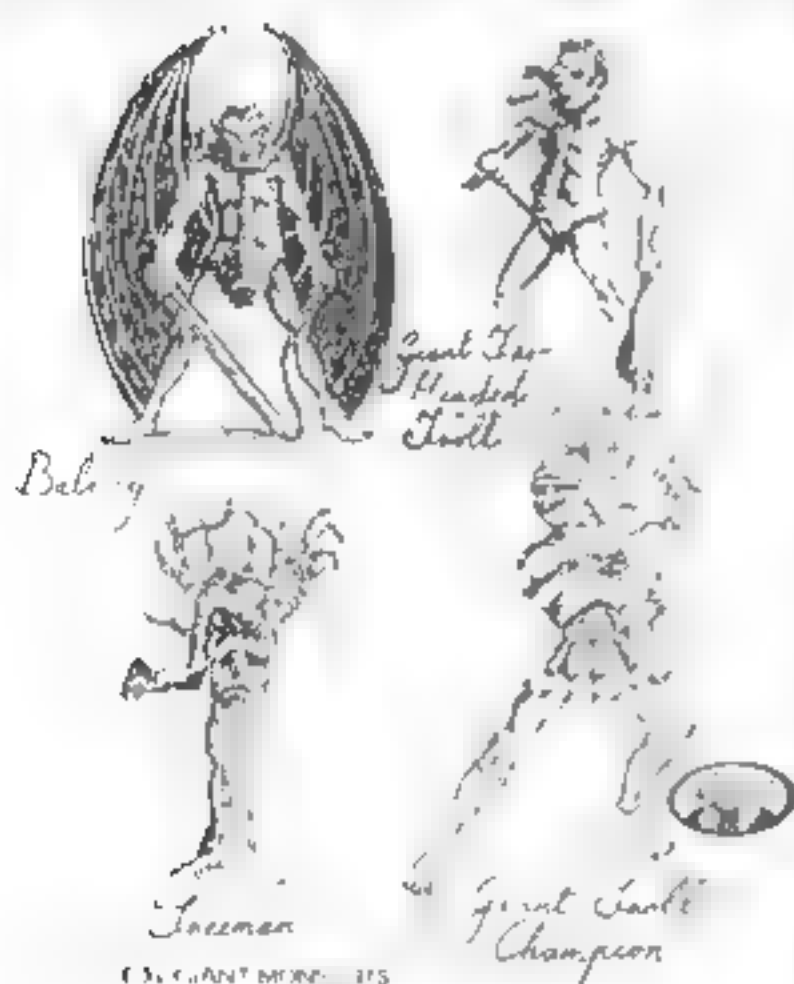
C 28 Giants 3.50p EACH



C 33 Mounted Adventurers 1.45p EACH SET



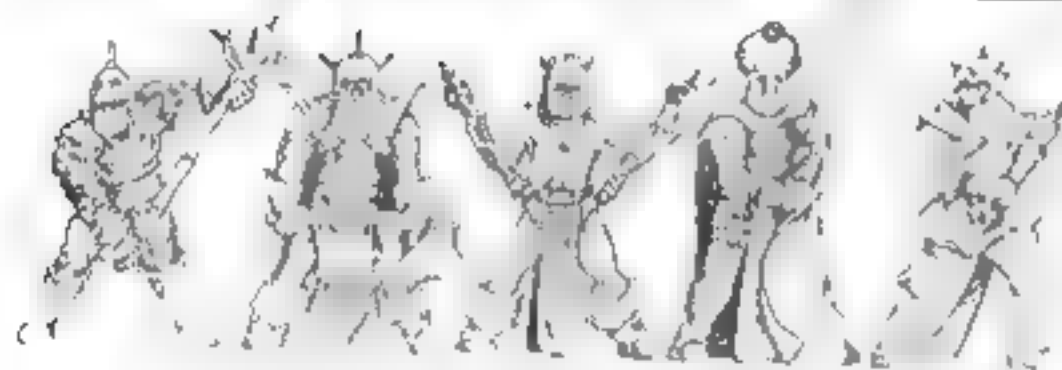
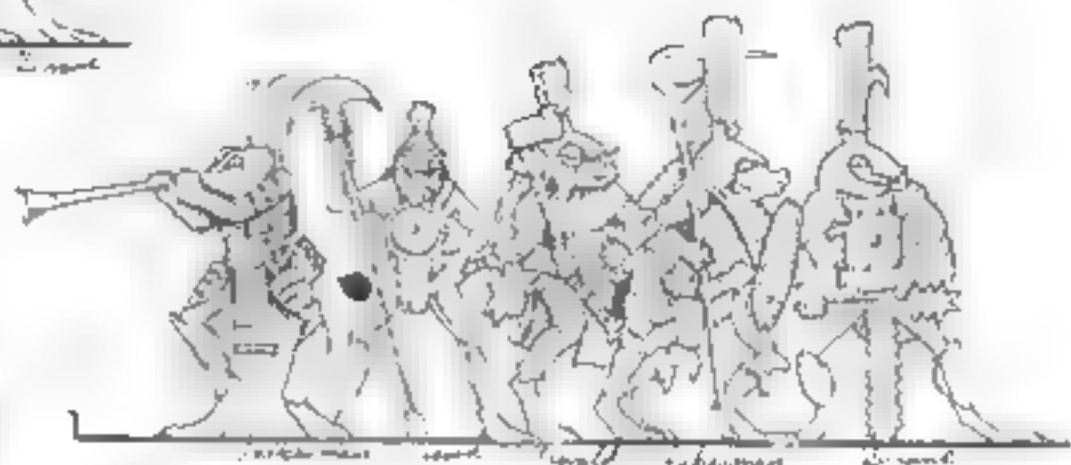
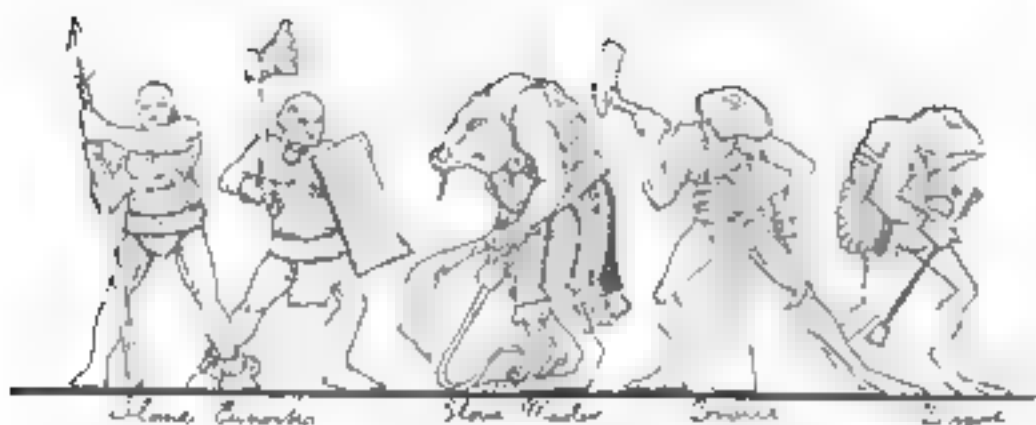
C 31 Large Monsters 3.00p EACH



C 34 Dwarf & Medieval Cannons 3.50p EACH SET



C 32 Slánn •40p EACH



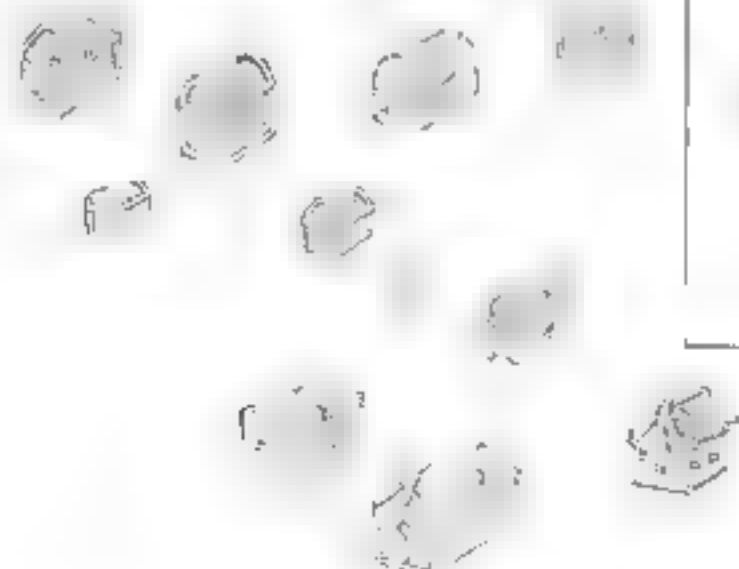
C 35 Knights of Chaos
•45p EACH



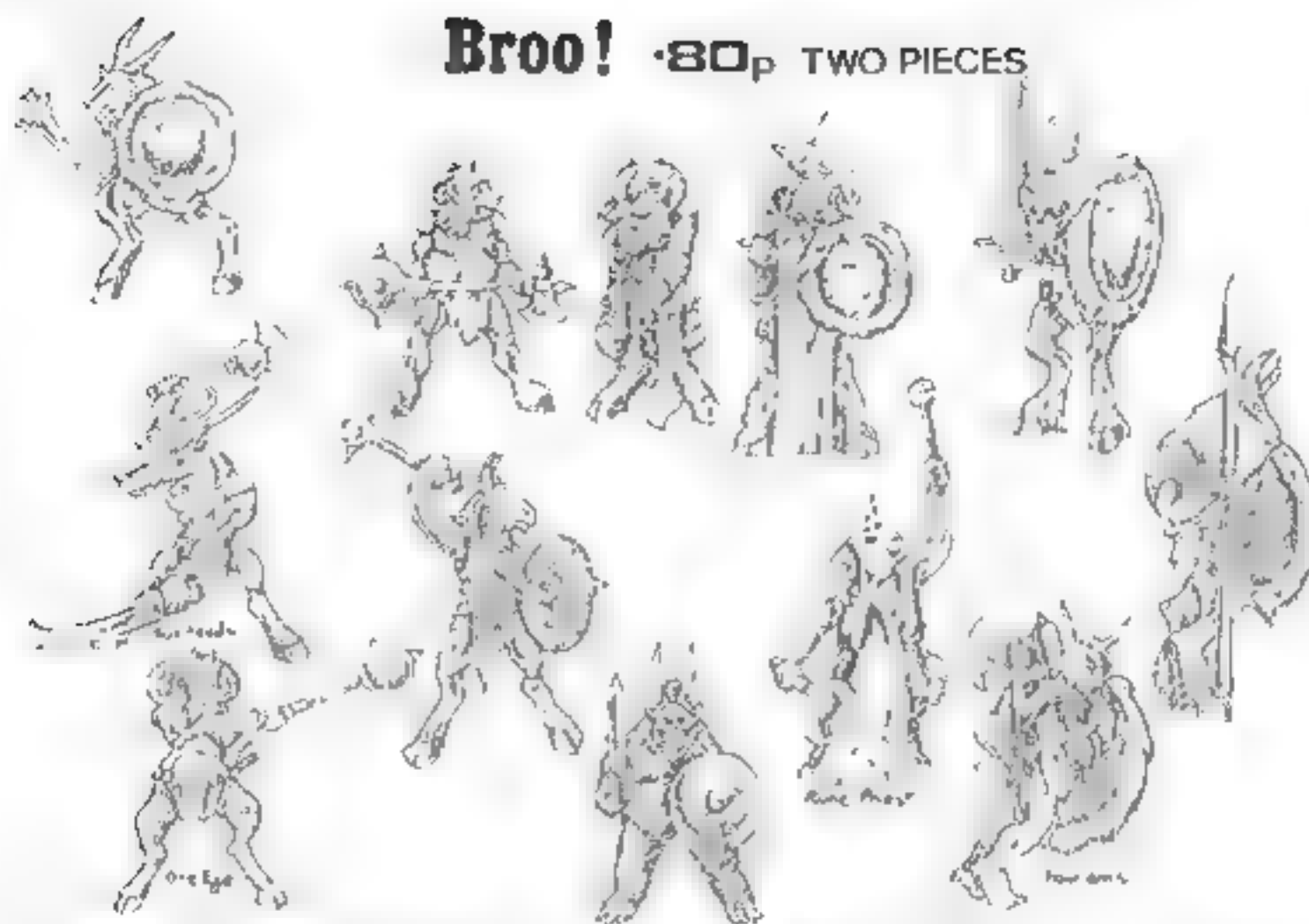
C 36 Hobgoblins
•45p EACH



C 39 Treasure Chests
•50p FOR TWO



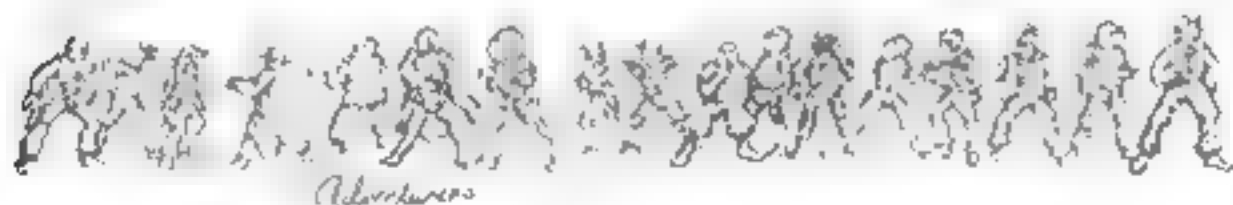
Broo! •80p TWO PIECES



Traveller

•60p •FOUR PIECES

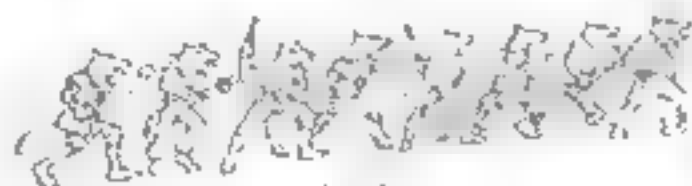
[random assortment only]



Adventurers



Warriors



Slaves



4

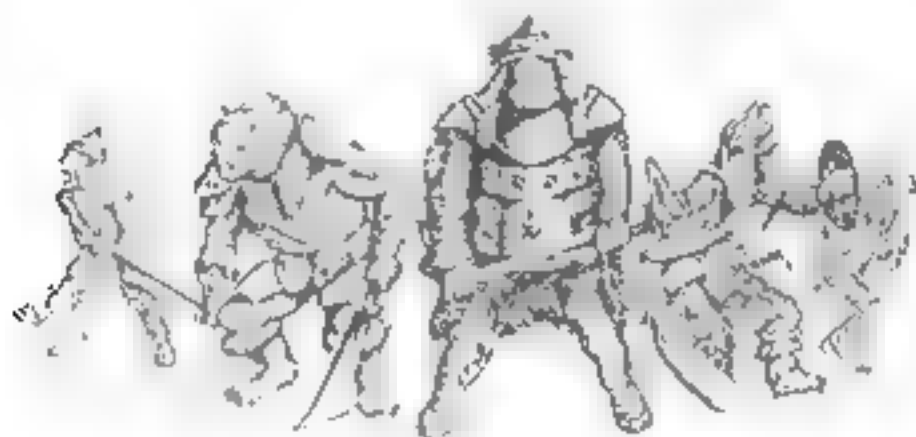
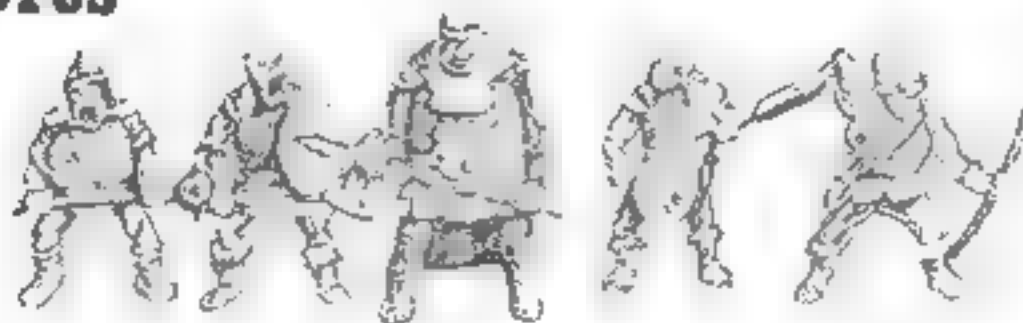


chronicle

MINIATURES

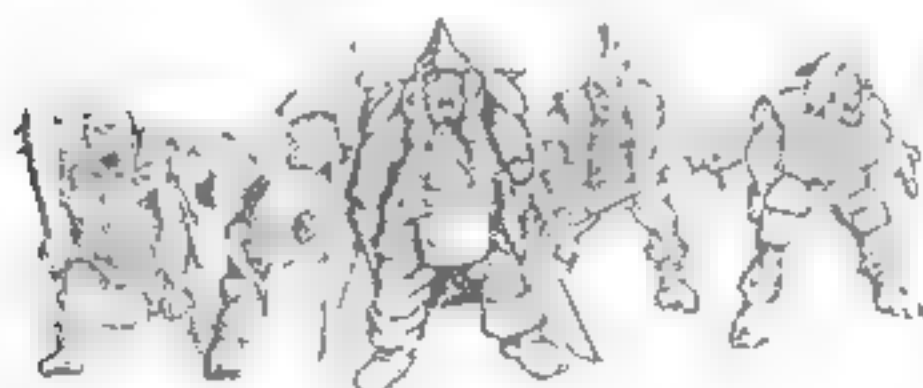
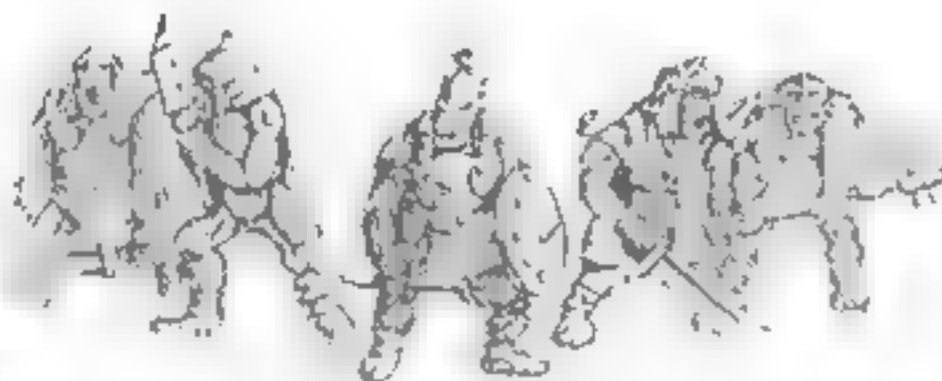
N 11 Black Orcs

•40p EACH



N 12 Hobgoblins

•45p EACH



N 13 Kobolds

•70p• TWO PIECES



STARTER SETS

3.95p EACH

Dungeon Adventurer Starter Set

Branowen the Druid
 Dlann the Girl Thief
 Pebble the Pack Donkey
 Rookbrow the Ranger
 Sir Pellinor - The Golden Palladin
 Drambu the Dwarf
 Noramund the Gnome
 Andriel the Elf Wizard
 Halwise the Halfling
 Agravvan the Fighter

Dungeon Monster Starter Set

Grizlock the Hobgoblin
 Gobslob the Bugbear
 Vandamar - Warrior of Chaos
 Yrsnort the Lesser Lizardman
 Lasrack the Lizardman
 Two Giant Rats
 Grimgrog the Goblin Chieftan
 Skeleton Warrior
 Spectre
 Zombie

TONY ACKLAND'S ARCANES MONSTROSITIES!



The Monstrous Orc War Machine (£6.50)

War machine (kit - requires assembly)
 3 Orc crew

Golgoth, Mighty Lord of Balrogs (£8.50)

Huge Demonic Balrog (kit - requires assembly)

RUNEQUEST

3.95p EACH

Humanoid Adventurers

Daka Fal Adventurer
 Storm Bull Adventurer
 Waha Adventurer
 Eiritha Adventress
 Humankt Adventurer
 Seven Mothers Adventurer
 Pavis Adventurer
 Yelmatio Adventurer
 Issaries Adventurer
 Chalana Adventress

Adventurers

Lhankhor Mhy Adventurer
 Orlanth Adventurer
 Kyger Litor Troll Adventress
 Zorak Zoran Troll Adventurer
 Aldyra Adventurer
 Baboon Adventurer
 Duck Adventurer
 Morokanth Adventurer
 Dwarf Adventurer
 Non-Cultist Adventurer

Attack of the Broo

Broo Biting Knight - two characters locked in combat
 Broo casualty
 Knight Smiting Broo
 Smitten Broo
 Knight Battling with Mace
 Broo Battling with Mace
 Mutant Two-headed Broo
 Knight Parrying Blow
 Disarmed Knight Dodging Attack

Broo

Broo Runepriest
 Broo with sword and shield
 Broo with axe and shield
 Broo with spiked mace
 Rhino Headed Broo
 Broo Attacking with Mace
 Broo with Dagger
 Broo with double-handed axe
 Unicorn Headed Broo

Dragonewts

Newtling with Spear
 Newtling with Sling
 Crested Dragonewt with Javelin
 Beaked Dragonewt with Kianth
 Tailed Priest Dragonewt
 Full Priest Dragonewt
 Crested Dragonewt riding Demi-bird
 Beaked Dragonewt riding Demi-bird



The models marked consist of two or more cast parts. They will require cleaning, and a certain amount of modelling to facilitate assembly. Not recommended for especially young or inexperienced modellers.

WARHAMMER

THE MASS COMBAT FANTASY ROLE-PLAYING GAME

RECOMMENDED
RETAIL PRICE

£6.95



by Bryan Ansell, Richard Halliwell and Richard Priestly

WARHAMMER is the complete game system for fantasy adventuring and wargaming. Within the three volumes of this set, you will find all the information needed to play out fantastic battles and adventures using miniature figures and dice. Suitable whether you are a handful of adventurers facing unknown perils, or a great general leading your huge army into battle against hordes of evil monsters.

The **WARHAMMER** rules feature sections on:
Movement ★ Psychological Factors ★ Shooting ★ Combat ★ Flying Creatures
Fighting Tabletop Battles ★ Fighting in Dungeons ★ Creature Lists ★ Wizards
Wizard's Careers ★ Casting Magic ★ Duelling and Magical Instincts ★ Fumble Factor
Level 1 to 4 Spells ★ Random Generation ★ Necromancy ★ The Games Master ★ The Players
Creating an Adventure ★ Character Advancement ★ Injuries ★ Starting Expeditions
Running Adventure Campaigns ★ Encounter Charts ★ plus two special scenarios:
THE ZIGGURAT OF DOOM ★ THE ADVENTURE OF THE REDWAKE VALLEY

DICE AND MODELS NOT SUPPLIED

FORCES of FANTASY



FORCES OF FANTASY is part of the ever-expanding Warhammer Fantasy Game System. You will need the basic Warhammer game in order to use the material presented inside - Forces of Fantasy is not a complete game in its own right.

FORCES OF FANTASY contains complete rules enabling Warhammer players to lead entire armies into terrible and bloody conflict, with the support of heroic leaders, gallant officers, mighty wizards and powerful heroes and their followers. Wreak havoc, rampage and destroy with the Forces of Evil. Champion freedom as a Captain of the Hosts of Good.

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RECOMMENDED
RETAIL PRICE

£6.95

DICE AND MODELS NOT SUPPLIED

new

C 06 Northern Dwarfs .45p EACH



Regiments of Renown 3.50

HARBOTH AND THE BLACK MOUNTAIN BOYS (ORCS)

9 models



GROM'S GOBLIN GUARD

10 models



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5 models



BUGMAN'S DWARF RANGERS

10 models



THE BOWMEN OF OREON (ELVES)

10 models



MENGIL MAN-IDE'S COMPANY OF DARK ELVES

10 models



THE KNIGHTS OF ORIGO

10 models



MAD MOLLAHLAKLAND'S DEATH COMMANDOS

10 models



A new series of boxed sets, designed to complement Forces of Fantasy armies. Each boxed set comes with a set of identical troopers and 1 special command model: either a Leader, Musician or Standard Bearer. This unique concept allows you to assemble either

a small unit with 1 command model, a medium sized unit with 2 command models or a whole regiment with all three. When ordering please specify which command model you would like. Each box contains the number of models indicated.